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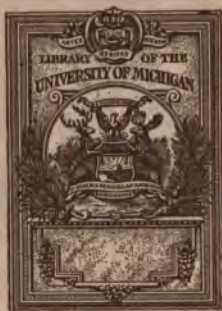
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SMALL TALKS ON
AUCTION BRIDGE
& JINGLES THAT HELP
BY VIRGINIA M. MEYER



THIRD
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EDITION



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THE PUBLISHER**



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SMALL
TALKS
ON
AUCTION BRIDGE
BY
VIRGINIA M. MEYER

AUTHOR OF
"SMALL TALKS ON BRIDGE"
"SMALL TALKS ON SKAT"
"VIRGINIA BRIDGE CARDS"
"VIRGINIA SKAT CARDS"



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Note

The simplicity of my former books has appealed to many card-players. Auction Bridge, while not difficult, needs a sound foundation. The hints in this small book are concise and so simply worded that they cannot fail to make the stepping-stones to Auction Bridge easy. After that, much license may be used if it is done with good judgment.

VIRGINIA M. MEYER.

Penalties for Adversaries

*50 Points for Each Trick
The Declarant falls short his bid*

100 Points	If Doubled
200 Points	If Re-doubled

Penalties for Declarant

If Doubled

50 Points	For Fulfilling Contract
50 Points	For Each Trick above Contract
100 Points	For Fulfilling if Re-doubled
100 Points	For Each Trick above Contract

The Adversaries NEVER score in trick column.

The Declarant can NEVER score Penalty Honors unless there has been doubling or re-doubling.



LAWS OF
AUCTION BRIDGE



LAWS OF
AUCTION BRIDGE





AUCTION BRIDGE LAWS



The laws given below are accepted by the best clubs in both America and England.

1. Tricks, honors, slams and chicanes are the same as in Bridge.

2. The Rubber counts 250.

3. A player may at any time during the game ask the value of the final declaration.

4. Doubling and re-doubling do not affect the value of the tricks in bidding. If the Declarant wins his bid, the value of the trick is increased. If he fails to fulfil his contract, the Penalty for Adversaries is increased.

5. The Dealer must make a bid of some kind.

6. Each player in turn after the Dealer has a right to pass, raise the bid or double.

7. Partners cannot double or re-double each other.

8. Naming a suit of higher value increases the bid.

9. Contracting to take two tricks of a suit will outbid one trick of a suit the same value: as—2 tricks in Clubs will outbid 1 in Hearts; 2 Diamonds will outbid 1 No Trump,—the one who declares to take the greater number of tricks being the successful bidder.

10. No player can raise his own bid after three players have passed.

11. The final Declarant plays the dummy



AUCTION BRIDGE LAWS



hand, unless his partner *first* named that suit. In such a case, the original bidder plays the dummy. Should an Adversary elect to win more tricks in a suit that has already been named, he will play the dummy hand.

12. A Declarant who wins his bid will score toward game and any additional tricks he may make.

13. When the Declarant fails to fulfil his contract, the Adversaries score 50 in the honor column for each trick he falls short. If it has been doubled, he scores 100 points and 200 if it has been re-doubled.

14. Should the Declarant fulfil his contract after being doubled, he scores 50 points in the honor column for so doing and 50 points for each *extra* trick, in addition to scoring double trick values. If re-doubled and the Declarant fulfils his contract, he scores 100 points and 100 points for each additional trick.

15. Should a 1 Spade bid stand, the Declarant's loss is limited to 100 points.

16. Should a player fail to call a sufficient number of tricks to outbid previous declarations, the bid stands as if the right number had been named, unless an Adversary has condoned the offence by a higher declaration, pass or double. When an insufficient declaration has been made, the partner of the player



AUCTION BRIDGE
LAWS



in error is debarred from making any further declaration unless one of the Adversaries has subsequently made a higher bid or double.

17. Only doubling and re-doubling is allowed.

18. A new deal may be demanded by the left-hand player if any one bids or doubles out of turn.

19. If either Adversary leads out of turn, the Declarant may call a lead or consider the card led an exposed one.

20. There is no penalty for the Declarant leading out of turn.

21. Raising the bid either by doubling, re-doubling or naming a higher suit, re-opens the bidding.

22. The Adversaries claim 150 points Penalties for each revoke the Declarant may make.

23. The Declarant may claim 150 points in Penalties or 3 tricks toward fulfilling his contract.

24. A revoke is established when the trick is turned and quitted.

25. Players cannot score in the trick column if they have revoked.

26. The Penalty for each revoke after the first, shall be 100 points in the honor column.



BIDDING
FOR TRUMPS



2011

2012



AUCTION BRIDGE BIDDING



Opening Bids for the Dealer

The opening bid is a free one and on it much depends. Information given at that time must be accurate. Later bids may be forced ones and based on sound judgment. Players must be able to distinguish one from the other.

1 No Trump with any reasonable nucleus for same:

- a. it shows a fair holding of high cards.
- b. It cuts out smaller bids.
- c. It takes fewer tricks to win the game.
- d. It makes the bidding more expensive for the opponents who, unless they have really strong hands, cannot assume too much responsibility.

1 No Trump does not mean you expect the bid to stand but informs your partner there are trick-making possibilities in your holding.

Do not be afraid to bid 1 No Trump even though short of good red cards. Opponents will raise your bid if they have many of them or they will be in your partner's hand.

1 Spade—A worthless hand.

2 Spades—Shows strength in Spades with cards as good as an Ace or King, Queen.

3 Spades—A *phenomenal* suit headed by the Ace, King and Queen.



AUCTION BRIDGE
BIDDING



1 Club—Good Clubs headed by an Ace or King and Queen.

2 Clubs—A *phenomenal* Club suit headed by Ace, King, Queen.

All black bids except 1 Spade is an invitation for your partner to call No Trump.

1 Heart or 1 Diamond shows a sure trick in the suit named good as Ace or King Queen also good for *four* tricks at least.

A Heart bid discourages rather than invites a No Trump. Partner should have the other three suits protected and at least two Hearts to call No Trump over a Heart bid.

Remember a sure Heart is safer than a doubtful No Trump.

1 Diamond should be stronger than 1 Heart, good for probably five tricks.

2 Diamonds or 2 Hearts—Both long and strong, willing to have the bid stand or can help a No Trump call.

That Aces and Kings or at least Kings and Queens and *not* numerical strength should be shown, cannot be too thoroughly grasped. *Strength* and *not* length should be shown in all opening bids. Until this fact is mastered you cannot become a successful Auction Bridge player.

The latest theory is, a hand strong enough to bid 2 Spades is strong enough to bid 1 No Trump ^{thus} cutting out smaller informatory bids.



AUCTION BRIDGE BIDDING



Bids for Second Player

1. Bid freely on a strong hand.
2. Double Spade or Club bids freely if you are strong in the suit.

It is only a means of information and an invitation for your partner to bid No Trump.

3. Do not double low red or No Trump bids.

The bidders will change the call or you may be left with something you do not want.

If the dealer has bid 1 Spade and Second Hand raises, it is usually on the basis of bids made by the dealer.

Should the dealer bid in either of the red suits, name No Trump with fairly good cards provided you have strength in the suit he has named. It will be disastrous to do so unless you can do this.

Bids for Third Player

1. If Second Player has passed do not raise your partner's bid unless you have a very strong hand and can raise to a higher call.

2. Raise your partner's bid (if Second Hand has bid) if you can assist him in suit he has named or can raise to a higher call.

3. If the dealer has bid No Trump, you, having a long red suit with little else, should name that suit, as your cards will not assist a No Trump call.



AUCTION BRIDGE BIDDING



Bids for Fourth Player

Being a fourth player, you are in a position to judge what it is best to do. Do not bid unless you have a really strong hand or must make a bid of some kind to re-open the bidding.

You should not overbid your partner unless your hand is very strong.

The hints above given are for opening bids. As bids are raised and doubled, judgment must be used and all the information given by partner or Adversaries must be carefully noted to be used and not abused.

Doubling and Re-Doubling

Doubling does not mean you expect to win the odd, but that you can keep the Declarant from fulfilling his contract.

Re-doubling by the Declarant means that he *will* fulfil his contract.

Do not double too soon. To double a bid of 1, the bidder's partner will change the suit. Doubling at that time means that you can stop that suit and assist your partner if he wants to name No Trump.

Double freely when 2 or 3 have been bid, as it is hard for the Declarant to win 2 or 3 tricks with strength against him.

Re-doubling is very dangerous unless the hand is *very strong* and you play *after* the doubler.



LEADS AND
TACTICS OF THE
GAME





Opening Lead "No Trump"

If you have no good suit of your own to open, lead your partner his suit, especially if you have an honor in it,—lead the honor.

If your partner has doubled and has not already named the suit in which he is strong lead him a black suit, the one in which you think you can best assist him—Inference—had he been strong in a red suit he would have bid. So his suit *must* be black.

Open your own suit if it is a good one.

In opening a long suit in No Trump, lead your fourth best unless there are three high honors in it. Then lead an honor. Exception,—if Ace, King and 10, lead fourth best.

Leads at Declared Trumps

1. King—from an Ace King suit with others.
2. A Singleton—if you have weak trumps.
3. Long Suit—from top, if headed by King, Queen; or Queen, Knave, 10.

Holding 10, Knave, King—opinions differ as to the lead. Most players lead the 10. Equally strong players lead the Knave.

If the 10 is led from this combination, the Knave always shows it is the top of a short, worthless suit.

From all other combinations, lead fourth best.



The Rule of Eleven

This rule cannot fail when players lead the fourth best of a long suit—and the card must not be higher than a 9.

Deduct the face value of the card led from eleven and the result will be the number of card *not* in the leader's hand HIGHER than the card led.

This rule is very valuable at declared trump also; when more cards can be seen than should be, the leader is playing from the top of a worthless suit.

Short Openings

All two-card suits are opened from the top. Avoid leading from the King and a low card, but if opened at all lead the King.

Two-card suits are usually led as supporting cards or hoping to ruff the third round.

Opening of Three-Card Suits

A three-card suit headed by an Ace, King or Queen is opened low.

A three-card suit headed by a Knave—or lower—is opened from the top.

A three-card suit with two cards in sequence is opened from the top. Exception,—Ace, King and one low card,—lead the King.



Four-Card Suits

From a suit of four with only one honor, lead low.

Four cards with two honors not in sequence, lead low.

Discards

If your first discard is a low card, it is from a weak suit. If it is a 7 or higher, it is from a *strong suit*. The chances are that cards must be guarded in other suits.

The discard of a high card followed by lower one shows command of *that* suit—but not necessarily a long or strong suit.

The discard of the commanding card of a suit, show full control of it.



READY
REFERENCE HINTS
DON'TS
ALWAYS





AUCTION BRIDGE
HINTS



Ready Reference Hints

Ace followed by King, shows no more.

At declared trump, a high card followed by a low one shows no more.

Always take a trick as cheaply as possible.

Never finesse in your partner's suit.

The Adversaries should always force the strong hand to trump.

Do not be in a hurry to lead out your aces at No Trump.

Make your winning cards early against a declared trump.

In returning your partner's lead at No Trump, give him the best you have, unless you had five or more, then return your original fourth best.

Unblock your partner's suit.

Block your Adversary's suit.

"Lead from the short hand to the long,
Let the weak hand help the strong."

"When Dummy's on your right,
Lead to weakest suit in sight."

Lead through dummy's strong suit when at your left.

Do not lead a suit that one hand can trump and the other discard.

When the weak hand can trump your suit, it is wise to lead trumps.



AUCTION BRIDGE HINTS



Never spoil a sure red make for a *doubtful* No Trump.

If the Declarant does not lead trumps, the opponent should.

Second hand should cover an honor with an honor (not necessarily with an Ace).

If dummy can cover any card you play—play low.

Usually beat the dummy with any card but the Ace.

Do not false card and deceive your partner.

Do not hesitate to take tricks with Kings and Queens at No Trump.

When the Declarant leads trumps, try to stop it and make all your high cards.

Don'ts

Don't raise your partner's bid in the same suit unless you can give him at least 2 *sure* tricks and *probably more*.

Don't raise your partner's bid in anything unless reasonably sure your hand is stronger than his.

Don't bid No Trump unless you can stop the suit in which your Adversary has bid.

Don't be afraid to Double with even a moderately strong hand after a bid of 3 or 4 has been made.

Don't forget to watch the honor score as



AUCTION BRIDGE DON'TS



well as the trick score. *Reckless* bidding with a big honor score against you does not pay.

Don't be afraid toward the end of a Rubber to bid freely if you are ahead in honors.

Don't bid No Trump too soon if you are weak in a red suit; try to locate,—on such a hand bid 2 Spades.

Always

Always bid on a good red hand.

Always double if you can stop the suit already bid and have 2 or 3 outside tricks.

Always raise your partner's bid of 2 Spades.

Always raise your partner's Club bid by changing the suit, if you have any strength at all.

Always know the score. Do not take desperate chances when much behind in honor score.

Always raise your Adversary's bid in order to score tricks (when there is a chance of winning) in preference to doubling.

Fints

Only acquaintance with the game will teach its strategy and fine points. The foregoing hints are but the foundation—the student must do the rest.



JINGLES
THAT HELP



